

Disney's Beauty and the Beast

Magic Mirror Card Game

For 2 to 4 Players—Ages 5 and Up

Contents: 2 Decks of 30 Cards

Object

Be the first player to lay down
5 matching pairs of cards.



Setup

Remove the 2 blank cards from each deck. They may come in handy later as replacements for lost or damaged cards.

For a 2-player game, use one card deck only. The cards in each deck are the same.

For a 3- or 4-player game, use both decks.

Remove the Magic Mirror cards. Take 2 Magic Mirror cards and place them faceup in front of you. All players do the same. Place any extra Magic Mirror cards out of the game.

Shuffle the rest of the cards. Deal 4 cards facedown to each player, then place the remaining cards facedown in a draw pile within easy reach of all players. Each player should keep his or her cards secret from the other players.

How to Play

The rules are the same for 2, 3 or 4 players.

1. Anyone Have a Match? First, take a look at your hand to see if you have a match—any two cards that show the same character. (See Figure 1 for an example.) If you have a match, lay the pair faceup on the table in front of you. All players do the same.

Each player who is lucky enough to lay down *two* pairs takes a card from the draw pile.

Figure 1.



Two Belle cards make a match!

2. Who Goes First? The youngest player takes the first turn. Play then continues to the left.

3. What Do You Do on Your Turn? Try to lay down a pair of matching cards by doing one of the following:

- Either ask *one* player for *one* card that matches a card in your hand;
- Or play one of your Magic Mirror cards.

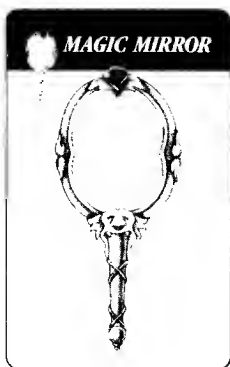
You may lay down a pair only when it's your turn. Also, never lay down more than one pair on a turn.

Asking for a Card: You may ask *one* player for *one* card that you already have in your hand. For example, if you have a Belle card, you may ask one player of your choice, "Do you have a Belle card?"

- If the player has the card you asked for, take the card. Now you have a match! Lay the pair faceup in front of you. This ends your turn.
- If the player does *not* have the card you asked for, take the top card from the draw pile and add it to your hand.

Note: If the card you draw matches a card in your hand, lay the pair faceup in front of you. This ends your turn.





Playing a Magic Mirror Card: To play a Magic Mirror card, place it faceup next to the draw pile. Now each player, in turn, secretly shows you all of the cards in his or her hand. Note: No peeking from other players while you're looking at everyone's hands!

After looking at each player's hand, take *one* card of your choice from any *one* player's hand.

- If you make a match, lay the pair faceup in front of you. This ends your turn.
- If you can't make a match, your turn is over.

When you play a Magic Mirror card, it's out of the game.

Did You Run Out of Cards? If you make a match with your last two cards (or if another player takes your last card), just take a card from the draw pile—even if it's not your turn.

How to Win

The first player who lays down 5 matching pairs wins the game!